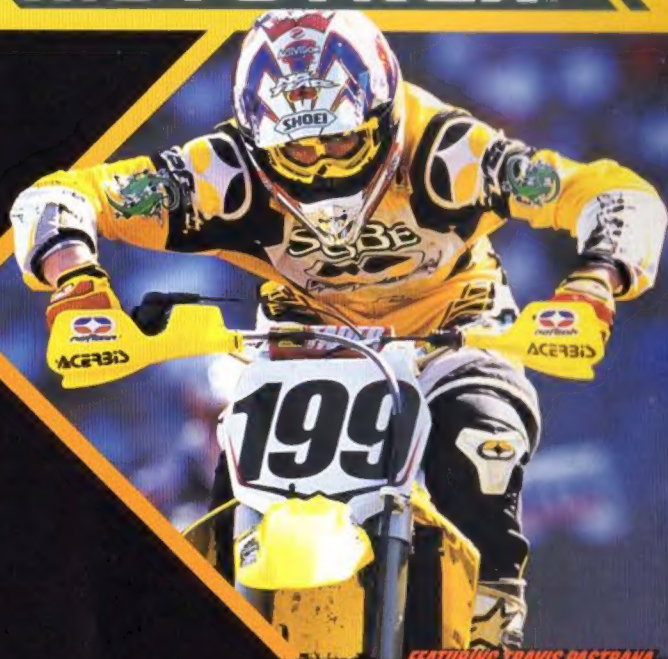


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EmuMovies

TONY HAWK'S UNDERGROUND



ACTIVISION.

NEVER-SOFT

INSTRUCTION BOOKLET



NINTENDO
GAMECUBE™

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

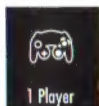
If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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**THIS GAME SUPPORTS
GAME PLAY WITH ONE
PLAYER AND CONTROLLER.**



**THIS GAME SUPPORTS
SIMULTANEOUS GAME PLAY
WITH TWO PLAYERS AND
CONTROLLERS.**



**THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.**

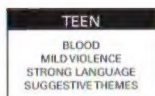
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CONTROLLING THE SKATER

BASIC CONTROLS

Crouching

To crouch, press and hold the **A** Button. Crouching while skating around will make the skater go faster.

Ollie (or Jump)

To ollie (or jump), press and release the **A** Button. An ollie can also be performed at the top of a ramp to increase height and/or distance (depending on the type of ramp).

Grab Tricks

To perform a grab trick, you must first be in the air. Once in the air, press the **X** Button in combination with a direction on the +Control Pad. Each direction on the +Control Pad performs a different grab trick. The longer you hold the **X** Button down during a grab trick, the longer you'll "tweak" that grab trick. The score for the trick increases over the length of the grab.

Flip Tricks

To perform a flip trick, you must first be in the air. Once in the air, press the **B** Button in combination with the +Control Pad. Each direction on the +Control Pad performs a different flip trick.

Grind Tricks

To perform a grind trick, you must be near a rail or a grindable surface in the level. First ollie (press and release the **A** Button), and then press the **Y** Button when near the rail/grindable surface to perform a grind trick.

- 50-50 = When parallel to a rail, press and hold the **Y** Button.
- Nosegrind = Press **↑** on the +Control Pad and the **Y** Button.
- S-O = Press **↓** on the +Control Pad and the **Y** Button.
- Boardslide/Lipslide = Rotate the board perpendicular to a rail and press the **Y** Button.
- Noseslide/Tailslide = Press **←** or **→** on the +Control Pad and the **Y** Button. Rotate the part of the board you want to slide on into a rail.
- Smith/Feeble = Press **↓ ←** or **↓ →** on the +Control Pad and the **Y** Button.
- Crooked/Overcrock = Press **↑ ←** or **↑ →** on the +Control Pad and the **Y** Button.



Lip Tricks

To perform a lip trick, skate straight up a ramp or quarterpipe and press the **Y** Button with a directional button at the lip (or top edge) of the ramp. Press **←** and **→** on the +Control Pad to balance.

Manualls

To perform a manual, quickly press **↑** then **↓** on the +Control Pad. You can also nose manual by quickly pressing **↓** then **↑** on the +Control Pad. Press **↑** and **↓** on the +Control Pad during a manual to balance.

Reverts

To revert when landing back onto a ramp, press the **R** or **L** Button when you hit the ramp surface coming out of an aerial maneuver.

No Comply

To perform a no comply, quickly tap **↑** on the +Control Pad just before tapping or releasing the **A** button.

Boneless/Fastplants/Beanplants

To perform a boneless, fastplant or beanplant (varies depending on the pro skater), quickly tap **↑↑** on the +Control Pad and release the **A** Button. These tricks will allow you to jump farther and higher than a regular ollie.

ADVANCED CONTROLS

Pressure Flips

Tap the **L** Button once to move your feet into pressure flip position. Press **A** to jump and the **B** Button plus either **↑**, **↓**, **←** or **→** on the +Control Pad to execute a pressure flip.

Nollie

A nollie is an ollie (or jump) performed on the front of the board instead of the rear. To perform a nollie, first press the **L** Button twice to get into position, then press the **A** Button. Nollie flip tricks follow from nollie stance.

You can also toggle between regular, pressure and nollie positions by pressing the **L** Button while grinding or in a manual.

Note: Pressure and nollie tricks give you more scoring options.



Switch Stance

You'll score more points when performing tricks in switch stance, which is the opposite of the skater's normal stance. To get into switch stance, press the **R** Button. Your stats will be decreased when switched unless your Switch stat is maxed at 10.

Wallrides

To perform a wallride, approach a wall at a 45° angle and ollie into the wall while holding the **Y** Button. Press the **A** Button to wallie.

Wallplant

Jump straight into a wall and press **↓** on the +Control Pad and the **A** Button to plant your foot on the wall and kick off in the opposite direction.

Wallpush

Skate or manual straight into a wall and hold the **Y** Button to push off the wall.

Spine Transfers

To transfer over a spine (two quarterpipe ramps placed back-to-back), press the **R** and **L** Buttons when launching off of one side of the spine.

Skitching

To skitch (get pulled behind a vehicle), press **↑** on the +Control Pad when directly behind a vehicle. Press **←** and **→** on the +Control Pad during a skitch to balance the skater.

Flatland Tricks

All flatland tricks stem from the manual (**↑↓** or **↓↑**). Once in a manual, tapping twice on the **X** Button, **Y** Button, **B** Button or any combination of those buttons will produce a variety of flatland tricks. You must balance during the string of flatland combos using **←** and **→** on the +Control Pad.

Double Tap Flips and Grabs

Press any direction on the +Control Pad and tap the Flip or Grab button twice to bust a double or more advanced version of the base (single tap) trick. These tricks score more points than their base tricks.

Grind/Lip Branching

In the middle of a grind or lip trick, tap twice on the **X** Button, **Y** Button, **B** Button or any combination to change your trick.

Powerslide

Press **↓↓** on the +Control Pad then tap the **R** Button to do a quick 180°

Acid Drops

Press the **R** and **L** Buttons while jumping over a quarterpipe ramp to acid drop into the ramp. You can do this while skating or walking. (See the Walking section below.)

WALKING AND CLIMBING

Walking

In *Tony Hawk's Underground* you can get off your skateboard and walk or run. To switch from skating to walking, press the **Z** Button. While in Walk Mode use the +Control Pad to control your skater. By pressing and holding the **A** Button, your skater will run instead of walk.

Note: Using the Control Stick to control your skater while in Walk Mode will make the skater run, not walk, whether or not you're holding the A Button down.

Climbing/Hanging

To climb and/or hang, you must first be in Walk Mode; then jump (using the **A** Button) near a wall or hanging wire and then press the **R** Button to grab the ledge. While hanging, press **←** and **→** to move your position and press **↑** to climb up onto the ledge surface.

Note: Not all ledges allow climbing or hanging.

CONTROL TIPS

- When you bail, tap the Nintendo Gamecube™ Controller buttons repeatedly to get up faster.
- Each skater has a different trick setup. You can configure your tricks any way you like using the in-game Edit Skater/Tricks menu.
- Special tricks have high point values. Expand your special tricks by playing through Story Mode.
- You can jump off your board and continue your combo run for a limited time. Use this move to get your speed back up and keep tricking (just before you think your combo is over).

SCORING TIPS

- Combine grab and flip tricks while catching air for higher scores.
- You can continue your combo moves using reverts and manuals. Manuals keep your combo going across flatland ground sections. Reverts keep your combo going from big air tricks off ramps.

- During a run (unless in a free skate session), every time you repeat a trick, the trick's point value decreases. To get a high score, you're going to have to think about your "line" and mix up the tricks you perform.
- Switch tricks are worth more and devalue separately from regular tricks.
- Try to trick into and out of every grind.
- Use special tricks for huge scores.
- Spinning (540°, 720°) while in the air performing tricks nets bigger scores. Press the L or R Button to spin around faster.
- Every trick in a combo adds to your score multiplier.
- Nollie tricks score more points than regular ollie tricks.
- Trick across gaps (the blue text transfers) to maximize your combos.
- When landing from a quarterpipe, revert then manual to continue your combo.
- You can combo every type of trick—lip tricks, manuals, vert tricks, grinds, etc.—and use revert to link them together. There are also spine transfers and skitching—and you can link those in your combos, too!

SPECIAL METER AND SPECIAL TRICKS

As you score points in *Tony Hawk's Underground*, your Special Meter (the meter in the top left of the screen) fills up. When the meter is glowing and pulsing in color, you can perform special tricks that you normally cannot. The Special Meter increases as you perform tricks, so you'll be able to bust some special tricks in the middle of your first combo.

By default, you start with 3 special tricks. You can earn extra special trick slots by completing special tasks in Story Mode. Keep your eye out for some familiar faces with an orange icon above their heads; they might be able to help you earn some new special trick slots.



Special tricks are performed using multiple direction presses on the +Control Pad with the corresponding face button. Try playing through Story Mode to earn more special tricks.

CAMERA CONTROL

You can use the C Stick to move the camera and check out what's around you when you're skating. If you find an angle you like, push down on the R Button and the Z Button to lock the camera into place. Pressing the R Button and the Z Button down again releases the camera back to the default position. When walking, tap the L Button to re-center the camera behind the skater.

THE MAIN MENU

The Main Menu of

Tony Hawk's Underground

allows you to select from all the different game modes. Press ↑ and ↓ on the +Control Pad to move the cursor to the desired menu option. Press the A button to select the highlighted menu option.



STORY MODE

Story Mode takes a skater from a "nobody" to a "somebody."

You'll begin by creating your skater [see Create-A-Skater on page 18]. You start in your neighborhood in New Jersey with the goal of becoming a Tony Hawk-like pro superstar. You have to start at the bottom though, to get sponsors and pros to notice you. By completing a variety of complex tricks, tasks and missions, you'll prove yourself and start to move up in the world of skateboarding.

HIGH SCORE/FREE SKATE

Choose a level and try to do your best skating within a two-minute session or simply enjoy a relaxing time-limit free-skate session with no tasks or responsibilities. You can also set high scores and new records in this mode. The New Jersey level is open for skating from the beginning. In order to earn access to and choose alternate levels, you must play through Story Mode.

CREATE/PLAY GOALS

New to *Tony Hawk's Underground*, you can design your own goals! Choose a level and start creating goals that you can trade with friends. Pick from Skate, Combo, High Score and many other types of goals!

2-PLAYER

When you and a friend are ready to go head-to-head, this mode offers many different 2-player games.

Note: In order to select 2-Player Mode from the Main Menu, two Controllers must be plugged into the Nintendo GameCube™.

CREATE-A-TRICK

Not satisfied with the tricks that we put in the game? Design your own using the all-new Create-A-Trick feature! Design your tricks, save them to your Nintendo GameCube™ Memory Card and show off or trade with your friends.

CREATE-A-PARK

Create the skate park or skate city of your dreams! Specify the size and name of your park and start building. You can choose from a variety of pieces, and use the new Create-A-Rail for totally customized grind rails. Then add your own goals and challenges to the level.

CREATE-A-SKATER

Want to make the ultimate skater? Create-A-Skater allows you to start from scratch and create your own skater to play with in any mode of *Tony Hawk's Underground*.

CREATE-A-DECK

Tired of all those deck graphics that everyone else has? Customize your deck by using the Create-A-Deck mode. Choose from hundreds of images, change your deck and wheel colors and get skating!

SKATESHOP

If you like the deck graphics we provide, this is the place you go to change your deck, griptape and wheel color. Play Story Mode to unlock Skateshop.

OPTIONS

This is your one-stop shop for setting your preferences and saving or loading your game. You can change the Controller configuration, adjust sound settings, check out level records, enter cheat codes, watch movies or customize the user interface.

STORY MODE

THE STORY

Do you have what it takes to go from local skate punk to world renowned skate legend? If so, prove it in Story Mode. You start in your hometown with nothing more than a beat-up board and the advice of your best friend, Eric. See if you have what it takes to get noticed, gain sponsors and ultimately turn Pro.



ACCESSING THE GOALS

When you begin Story Mode, you start out in the first level in free skate. Explore the level and familiarize yourself with it. To access a task or goal, skate around the level until you see a pedestrian with a red star floating above his or her head. Skate next to the pedestrian and press the **X** Button to start the goal. The pedestrian will give you instructions on what you need to do. Most goals require the task to be completed before a specified time limit, but some have no time limit. Be careful, starting another task before finishing the current one cancels the first task. You need to complete goals in each level to progress through the different levels.

USING THE VIEW GOALS MENU

The View Goals menu tracks your progress through Story Mode and allows you to see which goals you've completed and which goals you need to complete to move to the next chapter. To access the View Goals menu, press **START** to pause the game and select **View Goals** from the Pause menu. Jump to an active goal by highlighting the goal you want and pressing the **A** Button.

MULTIPLAYER MODES

2-PLAYER

Hook up two Controllers and you can play against a friend in split-screen action.

Trick Attack

The player with the highest score at the end of the time limit wins!

Score Challenge

Similar to trick attack, except the match ends when the first skater reaches the target score.

Combo Mambo

The player who busts the biggest combo during the time limit wins! Make your combos count, because your highest scoring combo will be your score for the match.

Slap!

This one's easy to explain: The player who slaps the most wins! When two skaters collide, the faster player stays standing. So bust some tricks to get your Special Meter full, and then start slapping the other skater around!

King of the Hill

There's a crown out there somewhere and the first player to find it becomes King. While you're King, there will be a crown above your head and your score will start going up. To keep things fair, you'll skate slower while wearing the crown. Slap the King around to steal the crown. The first player to hold the crown for the preset time limit wins!

Tip: Follow the arrow displayed at the top of the screen to locate the crown.

Graffiti

The player with the most "tagged" objects wins! Obstacles are tagged with your color by tricking off them. Try to steal your friend's tags by pulling higher scores and bigger combos off the same object.

Firefight

New to *Tony Hawk's Underground*! Suspend disbelief for a moment... You can shoot fireballs from the bottom of your skateboard! The higher your combo, the bigger your fireballs become. Your objective is to knock out the other player.



Shoot fireballs with the **↑** +Control Pad and the **B** Button or the **↓** +Control Pad and the **B** Button. You can keep tapping the **B** Button for double, triple and even quadruple fireballs! The skill level determines how much of a combo score it takes to launch a massive fireball (1 is easy, 5 is hard).

Horse

The old classic H.O.R.S.E. (or the word of your choice—behave!) returns! In this one-on-one best trick contest, nail a trick then watch as your opponent tries to beat it. Your opponent must match or beat your score. If not, he or she gets a letter. First one to get all the letters tastes defeat!

Free Skate

Keep it real with a no-time, no-score and no-rules session. Skate just like you do on the street, minus the ever-present cops and security guards.

SAVING AND LOADING

To save a game, you'll need at least 13 blocks of free space available on your Memory Card. To load a previously saved game, select **Load Game** from the Options Menu.

- The *Story/Skater* file requires 13 blocks. This file contains both your skater and his/her progress through Story Mode as well as any unlockables you may have earned.
- The *Park* file requires 6 blocks. The park file contains the layout of the park and any custom goals you've put in it.
- The *Tricks* file requires 6 blocks and contains a single trick that can be traded with friends.
- The *Goals* file requires 14 blocks and contains all the custom goals you've created for the levels. Create up to 10 goals in each level—a Goals file can store up to 120 individual goals.

THE PRO SKATERS

In all modes except for Story Mode you can choose to skate as the following professional skateboarders:

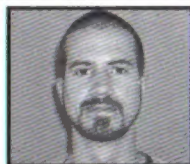


TONY HAWK

Hometown: San Diego, CA

Resides: Carlsbad, CA

Stance: Goofy



BOB BURNQUIST

Hometown: Rio de Janeiro, Brazil

Resides: Sao Palo, Brazil

Stance: Regular



STEVE CABALLERO

Hometown: San Jose, CA

Resides: San Jose, CA

Stance: Goofy



KAREEM CAMPBELL

Hometown: Harlem, NY

Resides: Los Angeles, CA

Stance: Regular



RUNE GLIFBERG

Hometown:

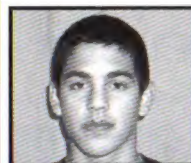
Copenhagen, Denmark

Resides: Costa Mesa, CA

Stance: Regular

**ERIC KOSTON**

Hometown: San Bernardino, CA
 Resides: Hollywood, CA
 Stance: Goofy

**PAUL RODRIGUEZ**

Hometown: Los Angeles, CA
 Resides: Los Angeles, CA
 Stance: Regular

**BUCKY LASEK**

Hometown: Baltimore, MD
 Resides: Carlsbad, CA
 Stance: Regular

**GEOFF ROWLEY**

Hometown: Liverpool, England
 Resides: Huntington Beach, CA
 Stance: Regular

**BAM MARGERA**

Hometown: Philadelphia, PA
 Resides: West Chester, PA
 Stance: Regular

**ARTO SAARI**

Hometown: Seinajoki, Finland
 Resides: Huntington Beach, CA
 Stance: Regular

**RODNEY MULLEN**

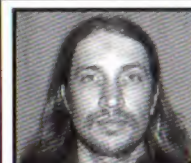
Hometown: Gainesville, FL
 Resides: Hermosa Beach, CA
 Stance: Regular

**ELISSA STEAMER**

Hometown: Fort Myers, FL
 Resides: Huntington Beach, CA
 Stance: Regular

**CHAD MUSKA**

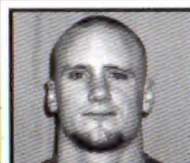
Hometown: Loraine, OH
 Resides: Woodland Hills, CA
 Stance: Regular

**JAMIE THOMAS**

Hometown: Dothan, AL
 Resides: Encinitas, CA
 Stance: Regular

**ANDREW REYNOLDS**

Hometown: Lakeland, FL
 Resides: Huntington Beach, CA
 Stance: Regular

**MIKE VALLELY**

Hometown: Edison, NJ
 Resides: Long Beach, CA
 Stance: Regular

Tip: Keep an eye out for some of your favorite pros in Story Mode...
 You never know who you might run into.

CREATE-A-SKATER

Note: Activision Customer Support cannot troubleshoot user-made skaters.

In *Tony Hawk's Underground*, you can create nearly any kind of skater. Create your own skater—then show off your look to your friends!

Note: You cannot change or customize certain items with other items.



CREATE OPTIONS

From the main Create-A-Skater menu you can choose to create a new skater or edit your current skater. You can also load a previously saved skater, or save the skater you just created. New options available in *Tony Hawk's Underground* include Create-A-Deck.

PIECE CATEGORIES

The available Piece Categories when creating a new skater or editing your current skater are:

- **Information** = Name, Hometown, Age, Sex, Stance, Push, Tricks
- **Head Options** = Skin color, Face type, Hair style, Hair color, Facial hair, Facial hair color, Hat style, Hat color, Hat logo, Glasses, Glasses color
- **Torso Options** = Shirt style, Shirt main color, Shirt second color, Front logo, Adjust front logo, Back logo, Adjust back logo, Backpack, Backpack color, Accessories, Accessories color
- **Leg Options** = Pants, Pants color, Socks, Socks color, Shoes, Shoe color
- **Tattoo Options** = Head tattoo, Chest tattoo, Back tattoo, Left Bicep tattoo, Left Forearm tattoo, Right Bicep tattoo, Right Forearm tattoo, Left Leg tattoo, Right Leg tattoo
- **Scale Options** = Body, Head top, Head, Nose, Jaw, Chest, Waist, Biceps, Forearms, Hands, Thighs, Calves, Feet
- **Pad Options** = Helmet, Helmet color, Helmet logo, Elbowpads, Elbowpad color, Kneepads, Kneepad color

CREATE-A-DECK

Note: Activision Customer Support cannot troubleshoot user-made decks.

DESIGN DECK

You can design your deck graphics from scratch using Create-A-Deck. There are hundreds of images to choose from, and customization tools available to make every deck unique!



Base Graphic – Choose the graphic that will be on the base of the board. In Base Graphic, you can also change the color of your wheels.

Tiled Layer – You can choose a tiled graphic which will repeat across the entire board.

Layers 1-4 – There are four additional layers where you can apply graphics.

Once you have applied the graphics, you can tweak the placement, sizes or positioning of each graphic using the following options:

- **Adjust** = You can change the graphic's placement on the board rotate the graphic on its axis or scale the graphic up or down in size.
- **Color** = You can adjust the Hue, Saturation and Value of the graphic.
- **Move Forward/Backward** = You can adjust which graphic sits in front or behind another graphic. Select Forward to move a graphic to the top layer so that your other graphics sit beneath it.

CREATE-A-PARK

Note: Activision Customer Support cannot troubleshoot user-made parks.

CONTROLS

Nintendo GameCube™ Controller configuration:



Tony Hawk's Underground has one of the most advanced level editors created, allowing you to design your own level and place different kinds of created goals within the level.

Note: Activision Customer Support cannot troubleshoot user-made editor parks.

Basic Controls

The currently selected piece acts as your "cursor" as you use the Control Stick to move the piece around your park. The **X** Button rotates the piece and the **A** Button places it down. The **Y** Button will erase any pieces intersecting with the current piece.

Changing Pieces

Use the +Control Pad to select pieces. The ↑ and ↓ +Control Pad allow you to scroll through the different categories of pieces to choose from. The current category is shown in the upper lefthand corner of the screen. Once you've selected a category, the ← and → +Control Pad scroll through the pieces available in that category. The name of the selected piece is listed above the piece.

Raising and Lowering Ground

Use the **L** and **R** Buttons to raise and lower the ground beneath the currently selected piece. To raise or lower large areas, choose a large piece, like the **5 Bowl** in the **Pools** category. Then press the **L** or **R** Button to raise and lower large sections of your park at once.

Tools and the Clipboard

You can select a portion of your park or another park and copy and paste it with the **Area Selection** tool. Use the +Control Pad to select the **Tools** category and find the **Area Selection** cursor. Place the cursor at the desired area. Press the **A** Button to start the selection, use the **Control Stick** to make your selection [shaded in red], and then press the **A** Button to complete your selection. The selection menu will appear:

Continue – Go back to the park editor.

Copy – Make a copy of the selected area that's stored in the **Clipboard** category for later use.

Note: If your park is low on memory, you may not be allowed to copy large sections.

Cut – Remove the selected area and store it in the **Clipboard** for use in a different area.

Delete Pieces – Clear the selected area.

After making a selection and using the **Copy** or **Cut** function, use the +Control Pad to select the **Clipboard** category. Scroll to the left or right to view all your saved selections. You can then move the saved item around the park and use the **A** Button to place it.

The Gap Tool

When a difficult jump or maneuver is done over a gap, extra points are earned. Tricking across gaps is the key to getting big scores. A gap can encompass nearly anything—a jump from one ramp to another, a transition across two quarterpipes far away from each other, grinding a long kinked rail or even manualing across a particularly tough table.

Creating Gaps

Gaps always link two objects together. In the editor, use the **Gap Tool** to select the first piece involved in the gap. Then select the second piece to complete the gap. Each piece of the gap will now have a "gap poly" attached to it. The gap poly looks like a white, wireframe "wall" attached to the piece. In order to achieve a gap in the game, the player must jump through one gap poly and pass through the other side of the gap poly before landing.

Put the **Gap Tool** over a piece with a gap attached to it to modify that piece's gap poly. The **X** Button rotates the gap poly to a different side of the piece. The **L** and **R** Buttons modify the dimensions of the currently selected gap. Press the **A** Button to access that gap's **Gap** menu.

OTHER IMPORTANT PIECES

Restart Points

- **Player 1 Start** – The green object marked "1P" is the player 1 start point. This piece marks the starting point for player 1. Only 1 start point can be placed in a level.
- **Player 2 Start** – The red object marked "2P" is the player 2 start point. The player two start point works the same way: it marks where the second player will start in a multiplayer game.
- **Horse Start** – These mark the starting positions in a H.O.R.S.E. game. The player 1 start point also doubles as a H.O.R.S.E. start point. Only 6 H.O.R.S.E. start points can be placed in a level.
- **Crown Start** – This piece is used to mark where the crown will appear in King of the Hill games. You can place up to 6 crowns in your level.

The Memory Meter

As you add pieces, rails and goals to your level, the memory meter at the bottom of the screen will fill up. When the entire meter is red, you can no longer add anything to your park.

Note: Decreasing/increasing the Max Players allowed in the park gives you more or less memory to work with.

CREATE-A-GOAL

Note: Activision Customer Support cannot troubleshoot user-made goals.

Ready to design your own game? You can take one of the parks you've created yourself or one of the levels in the game and make your own goals and challenges. Trade your creations with your friends or play your goals in a multiplayer game of Goal Attack. Trickspots, sick lines, combo goals, drag races with vehicles—all it takes is little time and a whole lot of creativity.



From the Main Menu, select the Create/Play Goals option.

If you want to play someone else's goals, select Load Goals and load them up. When you get to the Level Select Menu, you'll see a number to the right of each level's name—the number on the far right is the number of created goals in each level. The number preceding it is the number of goals you've beaten.

Select a level and you'll enter it in free skate mode. Skate up to a pedestrian to initiate a goal, or pause and select **View Goals** to jump to a particular goal.

CREATING YOUR OWN GOALS

You also use this mode if you want to make your own goals. To make a goal in a level, press **START** and select **Create-A-Goal**. If this is your first goal, select **Create New Goal**. Later you'll also be able to access your other created goals for this level on this screen.

Note: For created parks you must access this option from within the Park Editor Options Menu.

CONTROLS

Whenever you create a new goal, the first 2 steps will be the same: first, place the pedestrian that will give out this goal. Second, place the restart piece where you want the player to be placed when he or she starts this goal.

Use the **Control Stick** to move the pedestrian or cursor around the level. The **C Stick** moves the camera so you can more accurately place items in the level. The **L/R Buttons** raise or lower an item. Hold the **Z Button** and press the **L or R Button** to zoom in and out. Press the **A Button** to place the item in the level.

Next, select from the following list of goal types:

SKATE Letters – The player must collect all 5 letters in the allotted time to win. Place the goal pedestrian (person who gives out the goal in-game) in the level using the previous controls. Next, select the starting point of the player who will be completing the goal (indicated by the green 1P text and yellow arrow). Then place the letters S-K-A-T-E around the level at your desired locations. Players can collect SKATE letters while skating, walking or driving one of THUG's many vehicles.

COMBO Letters – Place the goal pedestrian, player start point and the letters C-O-M-B-O around the level at your desired locations. The player will be required to collect all letters in a single combo.

High Score – Place the goal pedestrian and player start point, then proceed to the Edit Goal Menu. A high score goal challenges the player to reach a target score you set.

High Combo – Place the goal pedestrian and player start point, then proceed to the Edit Goal Menu. This goal challenges the player to complete a single combo at a set score.

Skate Tricks – Place the goal pedestrian and player start point, then proceed to the Edit Goal Menu. In this goal, tricks will appear on the right hand side of the screen and the player must complete them before the screen fills up.

Combo Skate Tricks – Place the goal pedestrian and player start point, then proceed to the Edit Goal Menu. Combo Skate Tricks are the same as Skate-Tricks, only the player must do combinations of tricks to clear each block.

Tricktris – Place the goal pedestrian and player start point, then proceed to the Edit Goal Menu. Tricktris is like Skate-Trick only the tricks appear in preset blocks.

Gap – Place the goal pedestrian and player start point, then select a gap or gaps that this goal will involve. Gap goals are some of the most useful and modifiable goals in THUG. A gap goal challenges the player to get a gap (or gaps) and can also ask them to do a specific trick across that gap. Gap goals can be completed when skating, walking or driving a vehicle—so gap goals can be used to set up everything from complex trick spots [e.g., "Do a 900" across this channel"] to crazy car jumps.

THE EDIT GOAL MENU

After placing any objects for your goal, you will be taken to the Edit Goal Menu. You can also edit a goal by pausing the game, selecting **Create-A-Goal** and then highlighting the goal you want to change and pressing the **A** Button.

All the editable options for a given goal will appear on this menu. Some of the options:

Edit Positions – This option allows you to reposition the objects you placed when you originally created this goal. You will need to replace them all.

Set Time Limit – Set the number of seconds a player has to complete this goal. The default is 120 [2 minutes].

Set Score – For score-based goals, set the number of points required.

Name Goal – Type in the name of the goal as you'd like it to appear in the View Goals Menu.

Name Ped – Give the pedestrian who will give out the goal a unique name.

Set Goal Text – Type the description of the goal that the pedestrian will "say" to the player when he or she talks to the goal pedestrian.

Edit Win Message – You can type a message that your pedestrian will "say" when a player beats your goal.

Delete Goal – Wipe out this goal.

Test Goal (regular levels only) – Select this option to get dropped into the game and automatically start the current goal.

Note: This option will not appear when making goals in Create-A-Park. To test goals in Create-A-Park Mode, return to the Create-A-Park Pause Menu and select Test Play.

Control – Determine how the player will start out when they try this goal. You can always choose between skating, walking and walking only (the player will not be able to switch back to skating for the duration of the goal). In addition, SKATE, High Score and Gap goals also allow you to start the goal in a vehicle specific to the level it's in. Create you own races or destruction derbies if you like!

Pick Gaps (Gap Goals only) – Select the gaps that the player will need to skate in this goal—and don't forget to tell them which ones you chose in your goal text!

Note: You can only choose gaps that you've created yourself or that you've already found in the levels.

Required Trick (Gaps only) – Type in the name of the trick the player must do over this gap (or gaps). Make sure to spell the trick exactly as it appears in the trick string at the bottom of the screen when the trick is done in the game, or your gap goal may not work.

Edit Skate-Tricks/Tricktris – A whole variety of tricks to challenge a skater to complete on demand.

PAUSE MENU OPTIONS SPECIFIC TO CREATE-A-GOAL

Save Goals – Select this to save your work to a memory card. A Goals file can contain up to 120 goals, with up to 10 in any 1 level.

Note: Goals created in a Create-A-Park are saved with the park.

Load Goals – Load a new goal file.

Note: After loading a goal file you may not see any goals since there may not be any for the particular level you're in. To see what levels contain goals, go to the Level Select screen.

A final note on goals: To learn how to create interesting goals, go into Create-A-Park and load up some of the pre-made parks with goals that you like. Then edit the goals to see how they've been put together.

TRICKS

EDIT TRICKS

Note: Activision Customer Support cannot troubleshoot user-made tricks.

While you're hanging in the skateshop or skating in the game, you can always edit your tricks. Swap tricks until you find a perfect set to your liking.

To change a trick assignment, select the trick category that you want to edit: Grab Tricks, Flip Tricks, Lip Tricks and Special Tricks. Select the trick you want to assign to a trick slot, then select the button combination you want to assign to that trick.



SPECIAL TRICKS

Special tricks always require at least three button presses. All skaters start out with only 4 special trick slots, but as you complete goals in Story Mode, you can earn up to 7 more slots.

CREATE-A-TRICK

Combine animations to make your own custom tricks! You can select Create-A-Trick from the Main Menu to start making a trick in the New Jersey level. Once in the game—or in Story Mode or Free Skate Mode—you can always create new tricks by selecting **Create-A-Trick** from the Pause Menu.

Create-A-Trick Menu

If this is your first time, choose **Create New Trick** to enter the trick lab. Or, choose from a variety of premade tricks to see how they were created.

In either case, you'll next be presented with the main "timeline interface." In the upper right you'll see your skater and across the bottom a timeline of the current trick. You build up your own trick by adding components to the timeline. As you edit, the skater in the upper right will perform your trick over and over. The trick starts on the timeline at the far left (0 seconds) and will continue through to the end of the last component you've placed.

Start by pressing the **A** Button to add a new trick, animation, body rotation or sound to the timeline. From within each component, you can define the type of animation you'd like to perform, duration of the animation, and other trick-specific details. When navigating the timeline, use the **←** and **→** +Control Pad to move each specific component to a different portion of the timeline. By layering different animations and rotations, you can start to build up complex tricks. Highlight a component you've placed on the timeline and press the **A** Button to modify options associated with it. Some of the options you may see:

Duration – How long this trick component will last, in seconds.

Start/Stop – For a trick with an animation, you can use these parameters to effectively "chop off" the first or last part of the animation. For example, if you want to put a kickflip in your trick that only flips halfway, set the Start to 0% (the natural beginning of the trick) and the Stop to 50% (halfway through the kickflip). By using only parts of existing tricks, you can make entirely new tricks.

Hold Time (grabs only) – You can force a grab trick to hold itself for this amount of time.

Holdable (grabs only) – Change this to Yes if you want the player to hold or “tweak” this grab by holding either the **X** or **B** Button during the trick. You are limited to 1 holdable grab per created trick.

Backwards (some tricks only) – Set this to On if you want the trick animation to play backwards instead of forwards.

Scoring – The length and complexity of your created trick determines the score of the trick.

Rotation – You can use the **Z** Button to toggle player-controlled rotation on or off for the duration of the trick. Turning rotation Off means the player cannot spin this trick when in the air, but the score for the trick will be increased to compensate.

When you're finished adding and modifying components and you want to test the trick, press the **B** Button to return to the Create-A-Trick Menu.

Back To Editor – Head back to the timeline to change your created trick.

Preview Trick – Try your new trick in a level to see how it performs. The trick will be temporarily assigned to the **←** +Control Pad plus the **B** Button to make testing easy.

Name Trick – Name the trick whatever you like.

Save Trick – Save the trick to your memory card so that it can be traded.

Done – Return to the current game mode. You'll be asked if you want to keep your created trick when you exit. At any one time you can keep up to 10 created tricks active. All 10 tricks will be saved with your skater if you save to a memory card. Additional tricks can also be saved individually to memory cards. See Save Trick above for more info.

NOTE: After you make a trick and decide to keep it, you'll need to permanently assign your trick to your skater in the Edit Tricks Menu. Just select the key combo you want to assign the trick to and when you see the list of tricks, scroll all the way to the bottom to see your created tricks.

OPTIONS

SAVE GAME/LOAD GAME

Please refer to the Saving and Loading section on page 14.

CONTROL SETUP

Allows customization of control settings:

Vibration – Turn vibration On or Off (always defaults to On).

Autokick – Select **On** for automatic acceleration of your skater. Select **Off** for manual acceleration. If turned Off, use the **B** Button to kick (always defaults to On).

180° Spin Taps – Selecting On will change the way the **R** and **L** Buttons work in the game. When Spin Taps are active, you only need to tap the **R** and **L** Buttons to rotate your skater in fixed 180° increments (always defaults to Off).

SOUND OPTIONS

Allows customization of sound settings:

Songs – Toggle the soundtrack to play Random or In Order.

Skip Track – Allows you to skip the current track that's playing.

Playlist – Displays all the music tracks. You decide which tracks you want to hear.

Music Level – Adjusts the volume of the music tracks.

Sound Level – Adjusts the volume of the game sound effects.

SCREEN MODE

Allows choice of display settings:

Standard 4:3 – This is the default and the most common setting. It displays the normal television resolution.

Widescreen 16:9 – This setting compresses the display so that it will appear correctly on a widescreen TV set to full or widescreen mode.

BLOOD

This option allows the user to turn the blood effects On or Off (always defaults to On).

HIGH SCORES

You can view all the highest scores in the game on this screen. Toggle left and right to see all of the levels. Each level has 5 Best High Scores and 5 Best Combos as well as Longest Grind, Longest Manual, Longest Lip and Longest Combo for each level.

CHEAT CODES

This is where you enter secret codes from magazines and online fan sites. Go ahead and cheat...we gave you the option to do so!

MOVIES

View all the movies from the game. Some movies need to be unlocked by playing through Story Mode.

TEASERS

View all the bonus teaser movies in this menu.

INTERFACE THEMES

This option allows you to select a user interface theme. Changing the theme style will change the fonts and graphics used throughout the game. Some themes become unlocked as you progress through Story Mode.

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See the names of the people who brought you this game.

CREDITS

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MUSIC

"Rapps On Deck"
Performed by Aceyalone
Written by Edwin M. Hayes Jr.
Courtesy of Project Blowed Recordings
Published by That Kind Of Music
(ASLAP)

"Viva La Revolution"
Performed by The Addicts
Written by Davidson, Davison,
Warren and Ellis
Published by Complete Music
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"Armageddon"
Performed by Alkaline Trio
Courtesy of Vagrant
Published by Male Pattern Radness
(SEAE)

"A Prototype"
Written & Performed by Anacron
Produced by Alo for Garden Music
Cuts by DJ Diaz
Arranged for Activision by Astroboy
Original version appears on "Who's
Who?"
[Basement Records, Maneomusic]

"She Said"
Performed by Angry Ampulees
Written by Stacey Kelvin Dee,
Eric Stampy Gonzalez, John Scott
Dalton, Jennifer Rebel Kirk
© 2003 Dead Teenager Records
Published by We Love Sluts, Sluts Love
Our Music (BMI)

"Rebel Yell"
Performed by Assorted Jelly Beans
Written by Wylie Johnson,
Ricky Falomir, Ricky Boyer
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Published by Assorted Jelly
Beans Music

"Everyday"
Performed by Authority Zero
Courtesy of Lava Records
By arrangement with Warner
Strategic Marketing
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"Big Bang"
Performed by Bad Religion
Courtesy of: Epitaph
Written by Brett Gurewitz
Published by Westbeach Music (BMI)
Administered by Songs of Universal,
Inc. (BMI)

"Drive"
Written by Blind Iris
Recorded by Ned Allen at ASR Studios
Avon, UT
Mixed and mastered by Herc at Herc's
Living Room SLL, UT
© 2003 Blind Iris
www.blindirisband.com

"Don't Wait"
Performed and written by Blue
Collar Special
From the album titled "Concrete
Waves"
Courtesy of Disaster Records
By arrangement with Media
Creature Music
www.bluecollarspecial.com
www.disasterrecords.com

"2 Rak 005"
Performed by Bracket
Courtesy of Fat Wreck Chords
Published by High Output Publishing
(BMI)

"American Werewolf in Calgary"
Performed by The Browns
Written by Laissie, Harkness,
Andersen, McAndless
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Published by Meter Music & Media Inc.
d/b/a Meter Records

"Imaginary Places"
Performed by Busdriver
Written by Regan Farguhar
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Published by Raygunomics Music
(ASCAP)

"It's Alright"
Performed by Camarosmith
Written by Ben Rew, Pat Brown, Donald
Hales, Jeff Matz, Chris Johnsen
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"Iron Galaxy"
Performed by Cannibal Ox
Written by Shamar Gardner, Theodore
Arrington II
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Published by Aikika Sounds, Inc.,
Shamar Gardner

"White Riot"
Written by Joe Strummer, Mick Jones,
Paul Simonon, Topper Headon
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Performed by Clutch
Courtesy of Earache Records
Written by Clutch
Published by Sony/ATV Tunes

"Crazy and Stupid"
Performed by Crash and Burn
© 2002 Traktor 7 Records
Written by Bill Brown and Crash and Burn
Published by Chaos Industries [ASCAP]
Recorded at New Alliance Studios,
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"A Better Tomorrow"
Dan The Automator Featuring Kool
Keith
Courtesy of 75 Ark
Written by Teren Jones and Dan
Nakamura
Published by Happy Hemp Music
[ASCAP] and Sharkman Songs
Produced by Dan The Automator

"Positive Contact"
by Delfron 3030
Written by Dan Nakamura (Sharkman
Songs/ASCAP) and Teren Jones (Happy
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"Cosmic Assassins"
Written & Performed by DJ Qbert
Courtesy of Thud Rumble
Published by Reverse Cat Breath
Publishing [BMI]

"Time To Go"
Performed by Dropkick Murphys
Courtesy of Hellcat/Epitaph
Written by: A. Barr, K. Casey, R. Foltz,
M. Kelly, J. Lynch, M. Orrell
Publisher: Boston Scally Punk [ASCAP]

"Annie's Grave"
Performed by Electric Frankenstein
Written by Sal Lanzomeri [music].
Steve Miller [lyrics]
© 2001 Electric Frankenstein/B&I
INT/Pulse 8 Music
Published by BGT ENT/Pulse 8 Music
[ASCAP]

"To Ride, Shoot Straight, and
Speak the Truth"
Entombed
Music For Nations / KOLH
From the album Music For Nations
[Earache Records]
Written by Nicklas Andersson
and Alexander Hellid
Published by Zomba Enterprises, Inc.
[ASCAP] o/a/o Zomba Music
Publishers Ltd.

"No Revolution"
Written and Performed by The
Explosion
Courtesy of Jade Tree Records
Published by Radical X [SESAC],
Youth Explosion Music [SESAC],
Contra Contra [SESAC], BostonDaz Music
[SESAC], Blue Alarm [SESAC]

"Mississippi King"
Five Horse Johnson
Courtesy of Small Stone Records
Written by Eric Oblander, Steve Smith,
Brad Loffin and Mike Alanso
Published by Kavorca Music/
Small Stone Records [ASCAP]
Recorded at Rustbelt Studios by
Al Suttan and Bill Kozg,
Produced by Al Suttan

"I Want It All"
Performed by Flamethrower
Written by Brian Bechtolt, Trevor King,
Chris Yager, Tony Rodriguez
© 2003 Dead Teenager Records
Published by Alpha Dink Music [BMI]

"Blah Blah"
Written & Performed by Frog 1
Courtesy of Family Tree Recordings
Published by Family Tree Records
[ASCAP]
Engineered by Josh Lynch

"California Crossing"
Performed by Fu Manchu
(Scott Hill, Bob Balch, Brad Davis,
Brant Bjork, Rodney Skelton)
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"Crush 'Em"
Performed by GBH
Courtesy of Go-Kart Records
Published by GBH [SESAC]

"[Gotta Get Some Action] Now"
Performed by Hellacopters
Written by Andreas Svensson,
Kenny Hakansson, Niklas Andersson
and Robert Eriksson
Published by Universal-MCA Music
Publishing, A.D.D. Universal Studios
on behalf of MCA Music
Scandinavia AB

"It Ain't Nuthin"
Performed by The Herbaliser f/ M.F.
Boom
Courtesy of Ninja Tune
Written by Jake Wherry, Ollie Teeba
and L. Dumile
Published by Just Isn't Music [ASCAP]
and Xen Tunes [ASCAP]
Produced by The Herbaliser.
Mixed by The Herbaliser and
No Sleep Nigel

"Hung, Drawn and Quartered"
Performed by High On Fire
Courtesy of Relapse Records by special
arrangement with Rykodisc
Written by Rice/Kensel/Pike
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"The Legend of Black Thunder"
Performed by Hookers
Recorded in Andy Slob's basement by
Adam Neal, Noel Reucroft and
Andy Slob
Words and music by Adam Neal
Published by Devil Doll Music
Taken from the anthology album,
"Casting the Runes: From the Battle of
Clontarf to the Gates of Valhalla and
Beyond" on Devil Doll Records.

"Remedy"
Performed by Hot Water Music
Courtesy of: EPITAPH
Written by: J. Black, L. Ragan,
G. Rebelo, C. Wollard
Publisher: I Like Mine Slow [SESAC],
Nudie Magazine Day [SESAC],
Lock Groove [SESAC],
Getherdennson [SESAC]

"Embodiment The Invisible"
Performed by In Flames
Written by Bjorn Gelotte, Jesper
Strömblad, Anders Friden
© 1999 Nuclear Blast America
Published by Prophecies Publishing

"Braggin' Wrights"
Performed by J-Live
Written by Jean Jacques Cadet
© 1995 7 Heads
Published by Only Child's Broken Music
[ASCAP]

"Suffer Some"
Performed by Jane's Addiction
Written by Perry Ferrell, Dave
Navarro, Stephen Perkins, Bob Ezrin
and Martyn Lenoble
Published by Irving Music Inc.
obo itself and Ezerman Music, I'll Hit
You Back Music, Embroth Music,
Swizzlestick Music and
Hidden Noise Music [BMI]
Courtesy of Capitol Records
Under License from
EMI Film & Television Music

"The Circle Part 1"
Performed by Juggaknots
Courtesy of Fondle 'Em/Matte Records
Written by K. Smith, Paul Smith
Published by Yardy Music Publishing
[ASCAP], Big Brother Little Brother
Publishing [BMI] and Juggaknots Music
[ASCAP]
Recorded at Sun Studios, Bronx, NY.
Mixed at DGO Studios, NY, NY.
Engineered by Swift, Assistant
Engineered by Desotee Throbaw.

"A Day At The Races
Jurassic 5
Featuring Percy P and Big Daddy Kane
Produced by Cut Chemist
Lyrics written and performed
[D. Givens, M. Patsic, C. Stewart,
C. Henderson, L. Macfadden, M. Stuart,
A. Hardy, J. Simon, D. Axelrod]
Published by Inshallah Music [ASCAP],
DJ Nu-Mark Music [BMI], Manibian
Music [ASCAP], Najia Music [ASCAP],
Upper Cut Music [ASCAP], Macari & Me
Music [ASCAP], Mamawaulde Music
[ASCAP], Inspectedandapproved Music
[ASCAP], Morley Music Co. [ASCAP]
Recorded at Log Cabin Studios by
DJ Nu-Mark
Mixed by Troy Station and Cut Chemist
at Ameracian Studios.
Assistant Engineer- Kent Hitchcock
Contains excerpts from "Urizen"
written by David Axelrod published by
Morley Music Co. [ASCAP] as performed
by David Axelrod, used courtesy of
Capitol Records.

"God Of Thunder"
Performed by Kiss
Written by Paul Stanley

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"Lick it Up"
Performed by Kiss
Written by Paul Stanley
and Vincent Cusano
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"Rock 'N Roll All Night"
Performed by Kiss
Written by Paul Stanley and
Gene Simmons
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"King Kong"
Performed by L.A. Symphony
Written by Flynn Alkins, Jason Sato,
Sarpong Boateng, Sharron Brooks,
John Oust and Rene Palma
Published by 10 Dudes Publishing
©2003

"Hotwire"
Performed by Lamont
Written and Published by Pete
Knipfing
Traktor 7 Records

"War Games"
Performed by Living Legends
Written by Eligh Wachowitz,
Thomas Woolfolk, Corey Scoffern
and Derrick McElroy
Published by Crows Nest Publishing
[ASCAP], Grouches Publishing [ASCAP]
and Lucky PSC Music [BMI]

"Crusher Destroyer"
Performed and written by Mastodon
© 2002 Relapse Records
Published by Relapse Release
Publishing

"Loaded and Lonely"
Performed by The Midnight Evils
Courtesy of Estrus Records
Written by The Midnight Evils
Published by Kickin' Up Dust Music
[ASCAP]
Produced by Tim Kerr

"The Days"
Performed by Mike V And The Ra's
Courtesy of Rats Music, MVI
Lyrics by Mike Vallely
Music by Jason Hampton
Published by Burn And Burn Publishing
[ASCAP]
Produced by Paul Stebner and The
Ra's. Mastered by Paul Miner.

"Underground Up"
Performed by Mr. Complex
Written by C. Roberts and J. Ryan
©2001 C. Roberts
Published by Core Cords [BMI]
and Darp Malone [SOCAN]

"Skin Therapy"
Performed by Mr. Dibbs
Courtesy of Rhymesayers
Entertainment, LLL
Written by B. Forste
Published by Puddles Frothing Squat
[ASCAP]

"Phantom"
Performed by M. Liff
Courtesy of Definitive Jux Recordings
Written by Jeffrey Michael Haynes
and Jamie Meline
Published by Virtua Stab Publishing
and Definitive Jux Music
Recorded and mixed by NASA and
E-P at Definitive Jux Studios

"Transitions As A Rider"
Performed by Murs
Written by Nick Carter
© 2003 Definitive Jux Records
Published by VIVE Music [ASCAP]
Produced by Patchworks
[www.p-works.net].
Recorded and mixed by Ariel.
Taken from the album "The End Of The
Beginning" available on Definitive Jux
Records. www.litcrw.com

"The World Is Yours"
Performed by NAS
Courtesy of Columbia Records
By arrangement with
Sony Music Licensing

"Run Fat Boy Run"
Performed by Nine Pound Hammer
Courtesy of Epic Records
Written by Blake Cartwright
Published by Nine Pound Hammer
Recorded at Barrick Recording,
Glasgow, Kentucky USA produced
and engineered by David Barrick
www.cryptrecords.com

"The Separation Of Church And Skate"
 Performed by NOFX
 Courtesy of Fat Wreck Chords
 Written by Fat Mike
 Published by NOFX Music/Wixen (BMI)
 Recorded at Motor Studios with
 Ryan Greene and Fat Mike.

"Your World Will Hate This"
 Performed by Orange Goblin
 Written by Ben Ward, Joe Hoare,
 Martyn Millard, Pete O'Malley,
 Chris Turner
 © 2002 Rise Above Records/
 Dream Catcher
 Published by Rise Above Music/
 EMI Music
 Produced by Scott Reeder

"Womb Envy"
 Written and Performed by
 Paint It Black
 Courtesy of Jade Tree Records
 Published by Daneurysm (SESAC)
 and "Til Death (SESAC)

"The Next Step II"
 Performed by People Under The Stairs
 Courtesy of OM Records
 Written by Chris Portugal
 and Mike Turner
 Published by Sounds of Om (ASCAP)

"Low Class Conspiracy"
 Performed by Quasimoto
 Courtesy of Stones Throw Records
 Written by D. Jackson
 Published by Madlib Invazion (BMI)
 Produced by Madlib. Taken from the
 Stones Throw Records CD/ZLP
 "The Unseen."

"You Think I Ain't Worth A Dollar,
 But I Feel Like A Millionaire"
 Performed by Queens Of The Stone Age
 Courtesy of Interscope Records under
 license from Universal
 Music Enterprises

"King Of The Underground"
 Performed by R.A. The Rugged Man
 Courtesy of Ironix Entertainment
 Written by Ryan Thorburn, Eric
 Goldman and Zed Kelley
 Published by Pure Butter Productions
 (ASCAP)
 Produced by The Riffs. Recorded at
 The Red Room, Burbank, CA.
 Mixed by erDc. Cuts by DJ erDc.

Refused "New Noise"
 Courtesy of: Burningheart Records/
 EPITAPH

Written by: D. Sandstrom, D. Lyxzen,
 K. Steen, J. Brannstrom
 Publisher: Songs And Stories
 Publishing (STIM)
 Administrator: WB Music Corp. (ASCAP)

"Like The Angels"
 Performed by Rise Against
 © Fat Wreck Chords
 Published by Transistor Revolt (ASCAP)

"I wanna Pierce My Brain"
 Performed by Rubber City Rebels
 Courtesy of Smog Veil Records
 Written by Rod Firestone
 Published by Rubberfunes (BMI)
 www.rubbercityrebels.com

"Milk"
 Performed by S.O.D.
 Written by S.O.D.
 Published by Precious Metal Music (BMI)
 Produced by Scott Ear & Alex Perialas
 © Pyramid Sounds, Ithaca, NY

"Circle Of Fear"
 Performed by Smoke Blow
 Courtesy of Nois-D-Lution
 Written by Jack Letten
 Published by Manuscript (GEMA)
 Engineered by Greif Hellhamme.
 Produced by Lucas, Schenk
 and Letten.

"Mommy's Little Monster"
 Performed by Social Distortion
 Written by Michael Ness
 © 1983 Time Bomb Recordings
 Published by Rebel Waltz Music

"Indolence"
 Performed by Solace
 © 2003 Meteor City Records
 Taken from the album 13
 www.meteorcity.com

"Suspect Device"
 Performed by Shift Little Fingers
 Written by Jake Burns and
 Martin Ogilvie
 Published by Complete Music Ltd. (PRS)
 for the world. Administered by
 Incomplete Music Inc. (BMI) for
 N. America. Special Thanks to
 Lipservices Music Publishing,
 Brooklyn, NY.
 Courtesy of Capital Records
 Under License From EMI Film &
 Television Music

"Refusal"
 Written and Performed by
 Strike Anywhere
 Courtesy of Jade Tree Records

Published by Five Kings (SESAC)
 Produced by Brian McTernan
 at Salad Bays

"Seed"
 Performed by Sublime
 Words and Music by Brad Nowell,
 Eric Wilson, and Floyd Gaugh
 Published by Songs of Universal, Inc./
 BMI 100.00%
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 from Universal Music Enterprises.

"It Takes No Guts"
 Performed by Superjoint Ritual
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 and Jimmy Bower
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"Internationally Known"
 Performed by Supernatural
 Courtesy of Babygrande Records
 Written by R. Price, N. Nirza
 Published by Reb Rhino (ASCAP)
 and N. Nirza (ASCAP)
 Produced by DJ Rhetmatic for Beat
 Junkie Sound

"California Babylon"
 Performed by Transplants
 Courtesy of Helicat Records
 Written by Tim Armstrong
 and Rob Aston
 Published by Tall Cans In The Air Music
 (ASCAP)

"Black Woman"
 Performed by Unida
 Written by John Garcia, Arthur Seay,
 Mike Cancino and Dave Oinsmore
 Published by Proud To Be Mexican
 Music (BMI), Organization Music (BMI),
 Tawena Music (BMI) and
 Burning Leaf Music (BMI)
 © 1999 Unida

"Secondary Protocol"
 Performed by Wildchild
 Courtesy of Stones Throw Records
 Written by J. Brown and D. Jackson
 Published by KR8 Music/
 Madlib Invazion (BMI)
 Produced by Madlib. Taken from the
 Stones Throw Records CD/ZLP
 "Secondary Protocol."

"Sailor Man"
 Performed by The Real Mc Kenzies.
 Originally released on the album
 "Alpha Motherf**kers—a Tribute to
 Turbonegro" released on Bitzcore
 (www.bitzcore.de and
 www.turbonegro.com).
 Music and Lyrics: Thomas Seltzer
 The Real Mc Kenzies: courtesy of
 Honest Don Records
 (www.honestdons.com)

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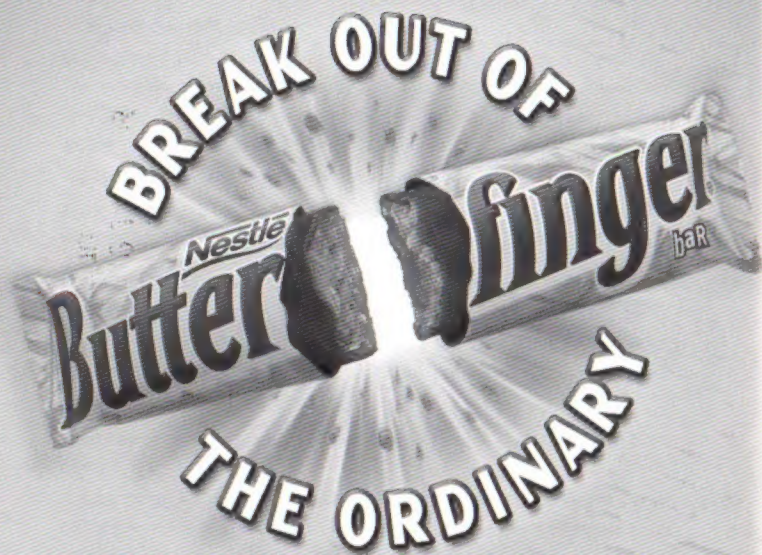
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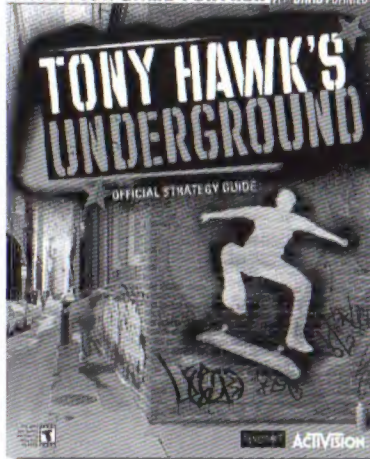
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